Sample Questionnaire

Note: It is semi-structured for an interview and questions might be added at the moment.

1st DEMOGRAPHIC SURVEY (Before Gameplay)

Age:

Gender:

no response/ female/ male

2nd DEMOGRAPHIC SURVEY (Before Gameplay)

Highest level of education completed:

no response/ high school (or equivalent)/ associate's degree (or equivalent) /bachelor's degree (or equivalent)/ master's degree (or equivalent)/ Ph.D. (or equivalent)

How long have you known your partner?

Less than a month/ less than 6 months/ less than 1yr/ less than 5 yrs./ more than 5yrs

Relationship with your partner?

Friends/ in a relationship/ Engaged/ Spouse/ Stranger/ Acquaintance/ any other/ none

How long you have been in this relationship?

SURVEY QUESTIONS (Before gameplay)

Which genre of games do you usually prefer?

Action/ Adventure/ Arcade/ First-Person shooter/ Puzzle/ any other/ none

How often do you play video games?

Daily/ every few days/ weekly/ every few weeks/ every few months/ less often than every few months

Have you ever played Portal 2 before (Yes/ No)?

Have you finished the game (Yes/ No)?

Have you played in the co-op mode (Yes/ No)?

Have you finished the co-op mode (Yes/ No)?

If yes, how recent was the last time you played it?

In this month/ in the last 6 months/ in the last one year/ any other (please specify)

Xbox 360 controller (Before Gameplay)

When was the first time you ever used a Microsoft Xbox 360 controller?

Last few days/ last few weeks/ last few months/ last year/ last 5 years/ last 10 years/ never

How recent was the last time you used a Microsoft Xbox 360 controller?

Last few days/ last few weeks/ last few months/ last year/ last 5 years/ last 10 years/ never

After the Gameplay

1. Were you quickly able to understand how to communicate with your partner? (*after every game*)

1/2/3/4/5 (1 being the quickest)

Game 1:

Game 2:

Game 3:

Game 4:

2. How well did you communicate? (after every game)

1/2/3/4/5 (5 being the best)

Game 1:

Game 2:

Game 3:

Game 4:

Which mode of communication according was most effective while playing the game?
 Chat (circa)/accies (contargo)

Chat (ping)/voice /gestures

4. Did you have all the required information needed to play the game? 1/2/3/4/5 (5 means you understood very well)

Interview Questions

- 1. What did you find particularly easy or difficult during the gameplay? Explain.
- 2. Which communication mechanism according to you was the most effective and why?
- 3. Do you think knowing your partner for long helped you playing the game in a better way? How?
- 4. What was your main focus while playing the game?

NASA TLX Assessment after the Session (before the gameplay)

NASA Task Load Index

ame Mental Demand L L L L L L Very Low Physical Demand	Task	How mentally dem	Date
Very Low		How mentally dem	anding was the task?
Very Low		How mentally dem	nanding was the task?
3			
3			
Physical Demand			Very High
Physical Demand			
	How phys	sically demanding	was the task?
	1.1		
Very Low			Very High
Temporal Demand	How hurr	ied or rushed was	the pace of the task?
Very Low	• •		Very High
Performance			n accomplishing what
	-		
Perfect			Failure
Effort			vork to accomplish
	, , ,		
Very Low			Very High
Frustration		cure, discourageo oyed wereyou?	l, irritated, stressed,
	1 1		
			Very High
Performance Perfect Effort Very Low	How hard your leve	asked to do?	n accomplishing wha Failur Vork to accomplish Very Hig d, irritated, stressed,

NASA TLX Assessment after the Session (after game 1)

NASA Task Load Index

Name	Task	Date
Mental Demand	How mentally dem	anding was the task?
Very Low		Very High
Physical Demand	How physically demanding	was the task?
Very Low		Very High
Temporal Demand	How hurried or rushed was	the pace of the task?
Very Low		Very High
	How successful were you ir you were asked to do?	accomplishing what
Perfect		Failure
	How hard did you have to w your level of performance?	vork to accomplish
Very Low		Very High
	How insecure, discouraged and annoyed wereyou?	l, irritated, stressed,
Very Low		Very High

NASA TLX Assessment after the Session (after game 2)

NASA Task Load Index

Name	Task		Date
Mental Demand	How	/ mentally dem	nanding was the task?
Very Low			Very High
Physical Demand	How physica	lly demanding	was the task?
Very Low			Very High
	How hurried	or rushed was	the pace of the task?
Very Low			Very High
Performance	How success you were ask		n accomplishing what
Perfect			Failure
		l you have to v performance?	work to accomplish
Very Low			Very High
	How insecure and annoyed		d, irritated, stressed,
Very Low			Very High

NASA TLX Assessment after the Session (after game 3)

NASA Task Load Index

	T 1		
Name	Task		Date
Mental Demand	He	ow mentally den	nanding was the task?
Very Low			Very High
tory con			tory mgn
Physical Demand	How physic	ally demanding) was the task?
Very Low			Very High
-			
Temporal Demand	How hurrie	d or rushed was	the pace of the task?
Very Low			Very High
,			very high
		ssful were you i sked to do?	n accomplishing what
Perfect			Failure
		lid you have to f performance?	work to accomplish
Very Low			Very High
Very Low			very riigh
Frustration	How insect	ire, discourage	d, irritated, stressed,
	and annoy	ed wereyou?	
Very Low			Very High
VOLY LOW			very high

NASA TLX Assessment after the Session (after game 4)

NASA Task Load Index

Name	Task		Date
Mental Demand	How	/ mentally dem	anding was the task?
Very Low			Very High
Physical Demand	How physica	lly demanding	was the task?
Very Low Temporal Demand	How hurried	or rushed was	Very High the pace of the task?
Very Low			Very High
	How success you were ask		n accomplishing what
Perfect			Failure
		l you have to v performance?	vork to accomplish
Very Low			Very High
Frustration	How insecure and annoyed		l, irritated, stressed,
Very Low			Very High